
Title: The Gangrel

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The Gangrel are wanderers, rarely staying in one place for any length of time. In this, they differ greatly from most Kindred, who tend to find a haven and cling to it. There are no established leaders of the clan; on a whole, Gangrel are unconcerned with such things.

Withdrawn, quiet and solemn, they certainly keep their cards close to their chests. This is a clan of survivors... vampires capable of making it on their own.

They do not despise civilization or the society of other Kindred...they simply do not require it. They are known for their lack of concern when crossing the lands of the Lupines (werewolves), for it is said they have friends among the shapechangers. The Gangrel are themselves very capable shapeshifters, which may explain their ability to cross the wild areas unmolested. There are no reports of them being able to transform into anything other than wolves and bats, but there are old tales of Gangrel elders who could achieve a mist form.

Gangrel are nomadic by nature and almost never

create permanent dwellings. Though they may live within a single city, they will usually not create havens for themselves, but will instead sleep in a different place each day. They are often found in parks, zoos or semi-wooded areas in the city. Most of them are able to meld with the earth and do so each dawn to escape the sun.